

# MECH WARRIOR® 2

31ST CENTURY COMBAT

## HEADS-UP DISPLAY

### POWER-UPS



HEAT SINK



HEALTH



INVINCIBILITY

FIRE RATE  
INCREASE

STEALTH

WEAPONS  
RELOAD

JUMP JET



SPEED BURST

Radar Display  
(Green = Friendly,  
Red = Enemy,  
Yellow = Projectiles,  
Blue = Objective)

Targeting Bracket

Targeting Camera



Enemy 'Mech  
Damage Display  
(Yellow=75%,  
Red=25%)

Jump Thrust  
Indicator  
Heat Tracking  
Indicator

User 'Mech  
Damage Display  
(Blue=100%,  
Yellow=75%,  
Red=25%)

Weapons Display  
(Green = Ready,  
Red = Reloading,  
Black = Empty/  
Damaged)

Mission Objective

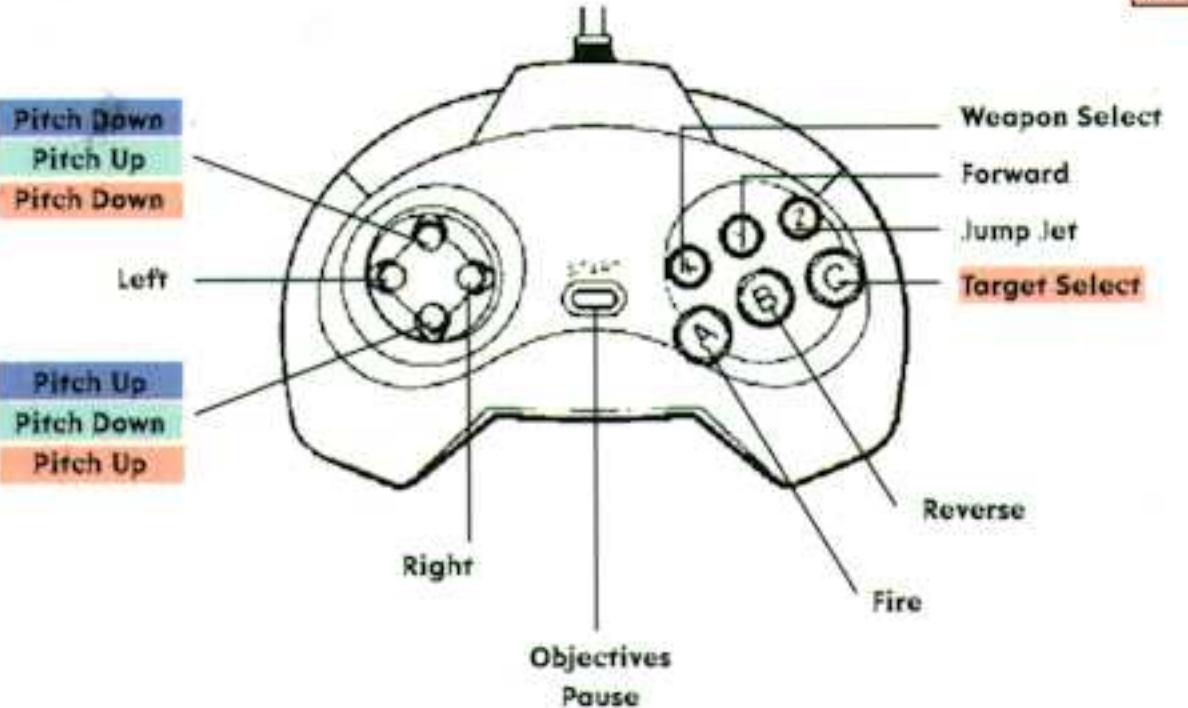
Targeting Reticle

Throttle Forward  
(Green)  
or  
Reverse Throttle  
(Blue)

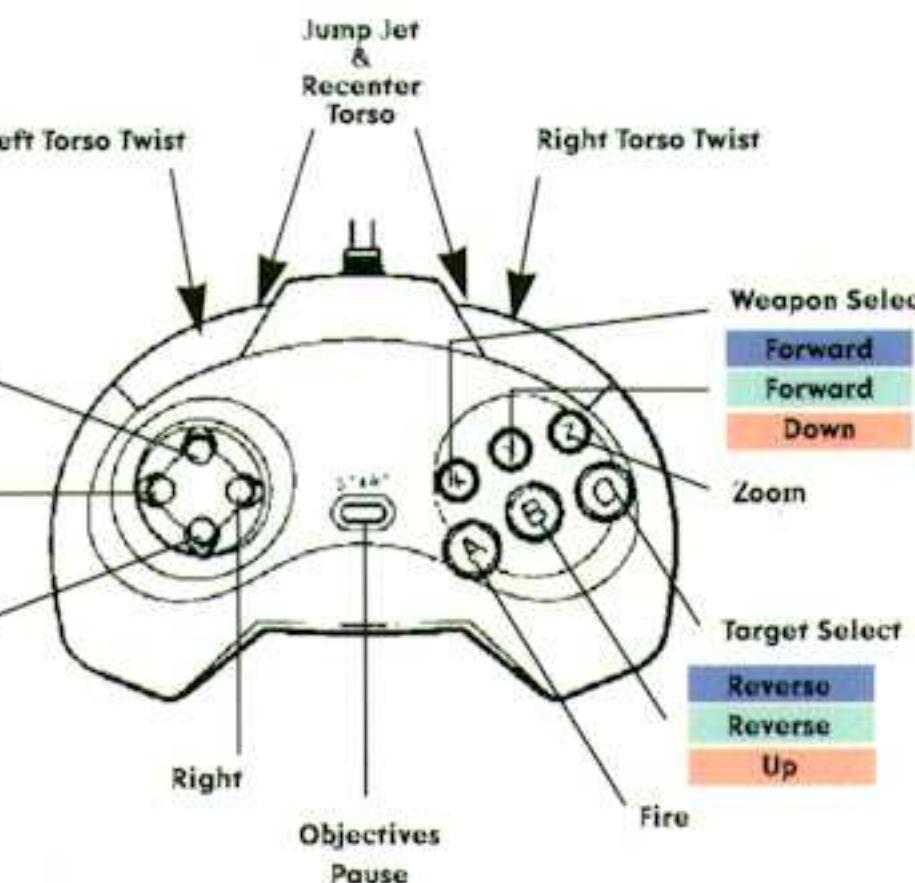
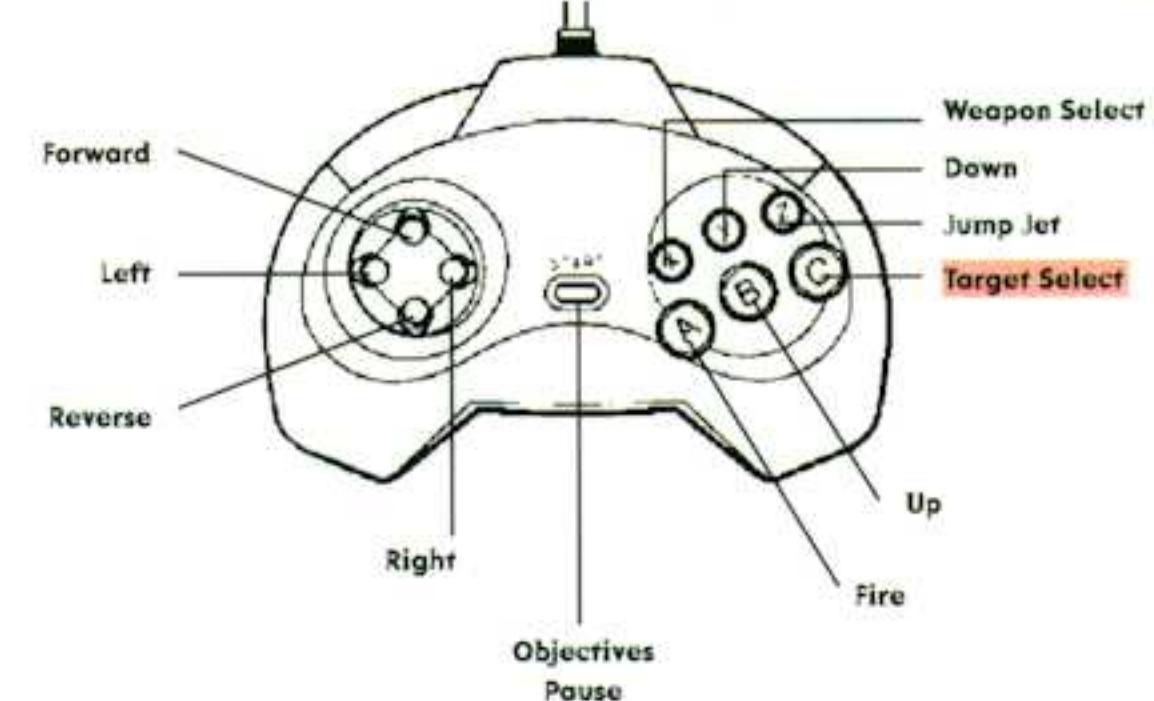
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## CONFIGURATIONS 1, 2 & 4

Configuration 1  
Configuration 2  
Configuration 4



Configuration 5



## CONFIGURATIONS 6, 7 & 8

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